

26. A process as defined in claim 25, wherein the game play function includes allowing spectators to play a video game on displays of respective handheld electronic devices.

27. A process as defined in claim 26, wherein the data that enables the handheld electronic devices for game play function includes video game data.

28. A process as defined in claim 27, wherein the video game data includes program code for execution by respective processors of the handheld electronic devices.

29. A handheld electronic device for use at a venue hosting a live golf game, comprising:

- a) a receiver for receiving a wireless RF transmission containing a plurality of video streams conveying different views of the golf game;
- b) a display;
- c) a user interface for selecting a video stream among said plurality of video streams to be displayed on said display;

d) the wireless RF transmission conveying information on current weather at the venue, said handheld electronic device capable of communicating the information on current weather at the venue to the spectator.

30. A handheld electronic device as defined in claim 29, wherein the information about current weather includes information about wind at the venue.

31. A handheld electronic device as defined in claim 30, wherein the information about current weather includes information about wind velocity.

32. A handheld electronic device as defined in claim 31, wherein the information about current weather includes information about wind direction.

33. A handheld electronic device as defined in claim 29, wherein the information on current weather at the venue is viewed on said display.

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